FRANK CHADWICK'S ETO: BATTLES FOR EUROPE SERIES

BATTLE FOR MOSCOW II EXCLUSIVE RULES

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[0.0] USING THESE RULES

The Exclusive Rules in the **Battles for Europe** series of games function in perfect tandem with this series' Standard Rules. The rules numbering is identical (meaning the numbering for rules in these Exclusive Rules will jump around to conform with the Standard Rules).

For Example: This is *Exclusive* Rule 0.0. It works together with the *Standard Rules'* 0.0 which instructs you that the Exclusive Rules supersede the Standard Rules, and the card text trumps both, when there is a conflict. *This remains true.*

These Exclusive Rules explain this game's historical situation, further defining its setup and victory conditions. Also note any modifications or supplements to existing Standard Rules.

[1.0] INTRODUCTION

Operation Typhoon was the code name for the German Army's final lunge to capture Moscow in late 1941 and is the subject of this game. This offensive was intended to break the Russian Army and end its resistance to German conquest. If Operation Typhoon succeeded, it would mean the collapse of Russian morale (or so the Germans believed). If it failed, it would (and did) leave the exhausted Germans open to a Russian counteroffensive that would push them forever beyond reach of Moscow.

When the German offensive finally ground to a halt just short of their goal, the Germans assumed the Soviets had similarly run out of reserves – they were wrong.

The Soviet counteroffensive initially succeeded in pushing the Germans back from Moscow, liberating both Kalinin and Kaluga. But when Hitler insisted on a "hold at all costs" strategy, the Russians were stopped by a stubborn defense in front of Rzhev.

Battle for Moscow II has three scenarios: **1) Operation Typhoon** (turns 1-7); **2) Winter Counteroffensive** (turns 8-13); and **C) The Campaign Game** (turns 1-13). Turn 14 was the beginning of the March '42 when the Spring thaw turned the countryside into a quagmire and brought the Soviet counteroffensive to a halt.

You play **Battle for Moscow II** on a map of the former Soviet Union where the battle was fought. It uses playing pieces that represent the actual military units that participated in this campaign. Each player represents the commander of their troops.

[3.0] GAME EQUIPMENT

This game features the following components:

[3.1] THE GAME MAP: This free Print and Play (PnP) edition of **Battle for Moscow II** includes one 11" x 17" map with each side's Force Pool box and play sequence reminders.

[3.2] PLAYER AIDS: This game includes a scenario setup sheet and a sheet with the Terrain Effects Chart.

[3.3] THE PLAYING PIECES: Pictured front and back:
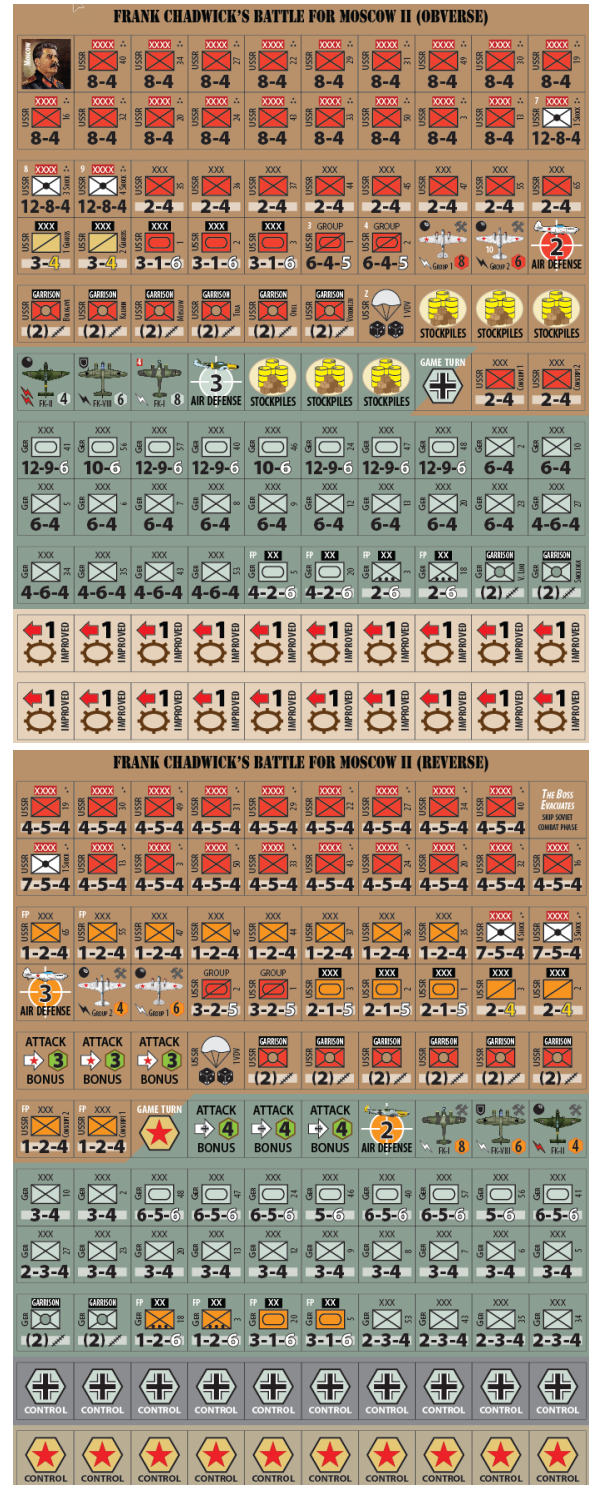
[4.0] CARDS

This free Print and Play (PnP) edition of **Battle for Moscow II** includes one 8.5" x 11" sheet that you can cut apart into separate cards.

[6.0] HOW TO WIN

Battle for Moscow II features two scenarios showing the different phases of activities: **Operation Typhoon** and **Winter Counteroffensive**.

[6.1] OPERATION TYPHOON

> **AUTOMATIC GERMAN VICTORY** (*game ends immediately*)
> The Germans occupy **Moscow** and the **Stalin** marker is present there.

If the game does not end immediately from an **Automatic German Victory**, then at the end of **Game Turn 7** count the number of *red* **Objective** hexes (only) controlled by each side (remembering the **Standard Rule 6.0** for **LOC** requirements). In addition:

- **Moscow** counts as a *double* **Objective** hex for the German (or only a *single* **Objective** if it *cannot* trace an **LOC**).
- **Moscow** counts as *one* **Objective** hex for the Soviets (whether or not it has an **LOC**). *Note that **The Boss** card is worth **one Soviet Objective** hex if Stalin has not evacuated from **Moscow**.*

> - **GERMAN PANZER ATTRITION**
>
>   The Germans gain *one* Objective if they have *11 or more,* or
>
>   The Soviets gain *one* Objective if the Germans have *8 or fewer…*
>
>   …**Panzer** steps on the map at the end of the game.

Historically, the outcome as a **Draw** as both sides had counts of **4**.

The Axis had Kalinin, Mozhaysk, Yelets, and enough Panzer forces remaining to earn **+1** to their count.

The Soviets had Bologoye, Moscow (worth **1** for the Soviets), Tula, and player their *The Boss* card to earn **+1** to their count.

[6.2] WINTER COUNTEROFFENSIVE

At the end of **Game Turn 13** count the number of *white* **Objective** hexes (only) controlled by each side (remembering the **Standard Rule 6.0** for **LOC** requirements). In addition:

> - **GERMAN WINTER ATTRITION**
>
>   The Germans gain *one* Objective if they have *9 or fewer,* or
>
>   The Soviets gain *one* Objective if the Germans have *12 or more…*
>
>   …units in the German Force Pool at the end of the game; **Small** (3.3) units count as only ½ each.

Historically, the outcome as a **Draw** as both sides had counts of **4**.

The Axis had Rzhev, Vyazma, Orel, Kursk.

The Soviets had Demyansk, Velikye Luki, Kaluga, and enough German units in their Force Pool to earn **+1** to their count.

[6.3] VICTORY LEVELS

The player with the higher count is the winner and the difference is the degree to which that player won as follows:

COUNT DIFFERENCE	LEVEL OF VICTORY ACHIEVED
0	**Draw**
1	**Minor Victory**
2	**Major Victory**
3+	**Decisive Victory**

[6.4] CAMPAIGN GAME

When playing a Campaign of both scenarios (i.e. playing **Game Turns 1** *through* **13**), check the victory count at the end of **Game Turn 7** *(Typhoon; 6.1)* and add the winner's count to their total at the end of **Game Turn 13** *(applying the Counteroffensive victory criteria; 6.2)* to determine the campaign's ultimate winner and victory level achieved.

For Example: At the end of **Game Turn 7** *(Operation Typhoon; 6.1)*, the Germans have a count difference of **1** (achieving a **Minor Victory** for that time period). When checking victory again at the end of **Game Turn 13** *(the end of the Campaign Game using the Winter Counteroffensive victory conditions; 6.2)*, credit the final German count by **1** for their performance during the *Typhoon* portion of the campaign.

[13.0] REGULAR & SPECIAL MOVEMENT PHASES

- **[13.3] SOVIET SPECIAL MOVEMENT PHASE:** Per #2), the Soviets may perform up to *two* **Rail Moves** each turn.

[16.0] SETTING UP THE GAME

Setup locations are shown on that scenario's **Setup** sheet.

[16.1] TYPHOON: Soviets *set up first*; German *move first*.

[16.2] COUNTEROFFENSIVE: Germans *set up first*. Soviets *move first* (i.e., you begin in the middle of Turn 8 per 16.0, #1.a) and the weather is **Snowfall**.

Hexes with the illustrated symbol must setup with one German *reduced strength* **Corps** unit in them.

[17.0] ADVANCED RULES

These advanced rules add additional gameplay realism for a small increase in complexity. Their use is not recommended for beginners but experienced players are urged to incorporate them.

[17.3] ADDING IMPROVED DEFENSE MARKERS: The Soviet play may, each turn in 1941 (only), and the German player may, in each turn in 1942 (only), place *one* **Improved Defense** marker (◄1) in a hex with a friendly: **unit**, **City**, or **Communications Source** (12.1) during their **Logistics** Phase.

[17.4] FROSTBITE: At the end the Soviet Logistics Phase of Extreme Cold turns, resolve **German Frostbite** as follows:

The German player must select any *one* German full-strength unit in an EZOC and flip it to its reduced-strength value.

[18.0] PLAY BALANCE

Make these additions/changes as desired to balance the game between players of different experience levels:

[18.1] PRO-SOVIET: This idea will help the Soviet player:

- In *Typhoon*, the Soviet player sets up **1, 2,** or **3** *(total, players must agree)* additional **Improved Defense** markers (per 17.3).
- The Soviet player receives **1, 2,** or **3** *(total, players must agree)* Light Replacements to spend during their **Deployment** Step(s).

[18.1] PRO-GERMAN: These ideas will help the German player:

- The German player sets up some or all *(players must agree which)* of their **Panzer** and **Motorized Infantry** Divisions.
- The German player uses the non-orange side of the **Panzer** and **Motorized Infantry** Divisions that set up in their Force Pool.
- In *Counteroffensive*, the German player sets up **1** or **2** *(total, players must agree)* additional **Improved Defense** markers (per 17.3).